
Title: The Book of Amber Runes. Volume Two

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I. DAG LORUM

This spell is similar
in effect, but more
enduring than
Lorum. Place a golden
dagger in strong
sunlight until it is hot
enough to burn skin.
Then scrape it heavily
against a stone until a
golden dust is
produced. As the dust
collects on the stone,
change these words
and gather the dust
into a silken bag:
OBRUM URICA
OBLA SUMURICA
MANI SUM
LEVI
When the need
for extended
illumination arises,
hold the silken bag and
shake it. A small
portion of the dust
will release its
energy in the form of
an enduring, golden,
shimmering light.

J. FAL DIVI

The ability to cast a
clerical spell is a great
power indeed. Fal Divi
will open before thee a
tremendous range of
power otherwise
inaccessible to the
sixth circle. The
performance of this
invocation is not a
simple task, and often
does not succeed.
Sprinkle thy body
with holy water and
slowly chant the

prayer of Fal
Divi: FAL DIVI DOM
MI NEAFAL DIVI
REQUI SEM
Refer to the Cleric's
Book and do as the
spell therein requires.
If this
properly chanted, unto
thee will come the
power to use any of
the supplications of
the Cleric's Book.

Beyond this page lie
the advanced spells of
the Sixth Circle. Do not
venture too soon into
the dark range of
these spells. Until
thou hast not only
conquered the Stygian
Abyss, but also can
use it's power at thy
will, the force of
these runes will be
beyond thy skill.

When the shadow of
death has grown
familiar to thy sight
and thou hast learned
the mastery of magic,
then at last these
spells will be thine.

Before these spells
thy foes will
cower, but take heed to
use them wisely, for
they shall be earned at
great expense.

K. NOXUM

This spell is the first
of the multi-pronged
attacks, and can be of
great aid when thou
art attacked by a large
band of formidable
foes. When the two
moons of Sosaria are
new, travel to the

entrance of the
dungeon of fire.
Gather some of the
volcanic ash which is
abundant there. On
the same night, mix
this with herbs of
cinnamon and ginseng
in equal proportion.
The use of this
magical mixture
requires that thou
speak the Rune of
Noxum before
hurling the ashen
mix toward thine
enemies: NOXUM
MENTONLANU
FLAMA
As thou dost, it will
catch flame and rush
at thy foes, thwarting
each with a
devastating blow.

L. DECORP

The sun hath made
it's consecutive cycles
and thou hast gained
great
magic. Thy skill and
power have now
reached the sphere of
direct magical
determination. With
the intonation of this
spell, though dost
draw on the magical
force of all life and
focus it upon thy foe.
Sing the song of
Decorp and the air will
shake with the war of
magic rushing to thy
command. Upon
whomever thou shalt
indicate, the Magic
shall descent, and
their life shall be
extinguished -
always and
completely: NON
CRONO DI VANIPAS
NUMEN TI SONI
M. ALTAIR
Until this time thou
hast enacted thy
Runic power to bring

magic into this world.
Now, as an advanced
Adept of the
Assembly of the
Sixth Circle, thou may
use the magic of this
world to move beyond
it. First, gather a
fistful of sand, and
while repeating the
enchantment of Altair
let it flow from thy
hand onto the
ground: ALT MAN
FUL MINARLAE
FIN CRIM
BONTAIR
As it falls, time itself
will slow and finally
stop,
party to move freely
in this suspended
state. The world will
be temporarily frozen
and at the mercy of
thy will.

N. DAG MENTAR
Dag Mentar is a
powerful
multi-pronged
conjunction that will
wreck havoc among
thy foes in a manner
worthy of it's
advanced rating. On
the darkest night of
the summer, trap an
owl, old and wise.
Sacrifice the owl upon
a stone altar, keeping
only its eyes. Enchant
them with the
following verse:
FENDI MENTAR
DIVICREMBI
MENTAR BONI
When battle is nigh,
repeat the stanzas
until the heaviness of
magic in
becomes oppressive to
the labor of thy lungs.
Smash the eyes
between thy hands.
Thy foes will be
struck a savage blow

with damage directly
related to thine
intelligence.

O. NECORP

On the night of a full
moon, acquire the liver
of one who is dying of
the black rot. Hang the
organ deep within the
forest to dry, and
allow six fortnights
and a day to pass.
Grind it into a fine
powder while
chanting these
words: DON CORPUS
MIEDA FUTZRIEDA
DON NEMI

Store the powder in
several small vials.
When the need arises,
throw a vial above
the heads of thine
enemy's party. It
will magically
shatter, releasing
the loathsome rot
upon their company.
They will be quickly
transformed into
putrid vestiges of
their former beings,
with little strength
left for battle.

P.

This exorcism has
no name, for the
words should never be
written or spoken -
save the occasion
when life is to be
banished unto the
Realm of Night. This
most powerful
invocation carries the
name of the Dark One.
The enactment of this
Run requires thine
utmost concentration.
With a staff of yew,
trace upon the ground
the protective
pentagram. Light a
candle at the point
most generally in the
direction of thine

enemies. Cast some
sulphur dust into the
flame and speak the
name of the Evil One.
All foes who hear
this utterance shall be
dashed violently into
certain destruction,
possessing no more
life than the stones
upon which they lie.